

USER-DRIVEN SPECTATOR CHANNEL FOR LIVE GAME PLAY IN MULTI-PLAYER GAMES

TECHNICAL FIELD

[0001] The present disclosure generally relates to multi-user network platforms, and more particularly to spectators viewing live-gameplay for a game session.

BACKGROUND

[0002] Advances in network connectivity, speed, convenience, and the like, support an ever increasing community of online consumers who spectate and/or participate in live online game play, which is often hosted by a multi-user network platform. In fact, within the community of these online consumers, highly skilled players can achieve celebrity status and attract a large following of fans. Similarly, various multiplayer games have also seen dramatic increases in popularity and attract an ever increasing number of participants and spectators alike.

[0003] Parallels can be drawn between traditional consumers of physical real-world activities or sports, such as card games, board games, football, basketball, baseball, and the like, and the online consumers for multiplayer or multi-user games. For example, traditional consumers and the online consumers often watch a particular player, team, sport, or game, and access various media outlets to watch highlights, follow players, and the like. Industries and businesses that provide content for physical real-world activities, such as live-game play, use sophisticated hardware such as cameras, wires, cables, suspensions, etc., to capture different views of the live-game play in order to provide informative and immersive viewing experiences. However, creating similar viewing experiences for online consumers of multiplayer or multi-user games presents new challenges due, in part, to an underlying inherent virtual or online nature of such multiplayer or multi-user games. As the community of online consumers continues to grow, so too does a demand to improve the online consumer's viewing experience.

SUMMARY

[0004] The following summary describes one or more embodiments of this disclosure. This summary is provided to discuss exemplary embodiments and is not intended to limit any aspects of the subject disclosure. Moreover, while the embodiments described in this summary represent the perspective of a multi-user system or platform, however, it is to be understood other methods, devices, non-transitory computer-readable storage media, and the like may be readily employed to perform the same or substantially similar operations described herein.

[0005] In one exemplary embodiment, the multi-user system includes one or more network interfaces to communicate with a communication network, a processor coupled to the network interfaces and adapted to execute one or more processes, and a memory configured to store a process executable by the processor. The process, when executed, is operable to host a game session that is accessible over the communication network, define a spectator attribute for each media stream of a plurality of media streams associated with the game session. Notably, each media stream corresponds to a view of live game play for the game session. The process is further operable to update a current spectator

value associated with each spectator attribute based on user inputs received in a time period of the live game play and designate one media stream as a spectator stream for the time period of the live game play based on its current spectator value. The process is also operable to integrate the spectator stream for each time period into a spectator channel of the live game play for the game session and broadcast the spectator channel over the communication network. Notably, the spectator channel provides one or more views of the live game play for the game session based on the one media stream designated as the spectator stream for the time period of live game play.

[0006] In some aspects of the above exemplary embodiment, the spectator attribute includes one or more of a number of users viewing the each media stream, a change or trend in the number of users viewing the each media stream, a number of users that follow a player associated with the each media stream, a change or trend in the number of users that follow the player, a number of points awarded to the player, a change or trend in the number of points awarded to the player, or a proximity between the player and potential point awards.

BRIEF DESCRIPTION OF THE DRAWINGS

[0007] The embodiments herein may be better understood by referring to the following description in conjunction with the accompanying drawings in which like reference numerals indicate identical or functionally similar elements. Understanding that these drawings depict only exemplary embodiments of the disclosure and are not therefore to be considered to be limiting of its scope, the principles herein are described and explained with additional specificity and detail through the use of the accompanying drawings in which:

[0008] FIG. 1 illustrates a schematic diagram of an example communication network;

[0009] FIG. 2 illustrates a block diagram of an example network device/node;

[0010] FIG. 3 illustrates a block diagram of a stream integration engine employed by a multi-user platform, showing media streams having respective spectator attributes;

[0011] FIG. 4 illustrates a block diagram of the stream integration engine shown in FIG. 3, further showing media streams organized according to player attributes;

[0012] FIG. 5 illustrates a graph of viewership for respective media streams during live game play in the game session;

[0013] FIG. 6 illustrates a graph of selected portions of the media streams shown in FIG. 5;

[0014] FIG. 7 illustrates a graph of a number of votes received for respective media streams during live game play in the game session;

[0015] FIG. 8 illustrates a graph of portions of the media streams shown in FIG. 7, further showing the portions selected for broadcast based on the number of votes received for time periods of the game session;

[0016] FIG. 9A illustrates a graph of a spectator channel that broadcasts portions of the media streams for time periods of the game session;

[0017] FIG. 9B illustrates a block diagram of a priority ranking used to select the portions of the media streams shown in FIG. 9A.